

Ted Levine

User Experience & Interaction Design

☎ 415 - 878 - 6264

✉ ted@tedlev.com

🌐 [linkedin.com/in/tedlev](https://www.linkedin.com/in/tedlev)

🔗 TedLev.com

ABOUT

I'm a Product and UX Designer in SF. I work with startups and corporations like CapitalOne and Kaiser Health to create omni-channel solutions for millions of customers.

SKILLS

UI & Interaction Design

Service Blueprinting

IA & Flow Auditing & Mapping

Lo-, Mid- & Hi-Fidelity Rapid Interactive Prototyping

Divergent/Convergent Ideation Research & Heuristics Evaluation

MVP/KPI Creation

Photography & Post-Production

TOOLS

Post-Its

Sketch

Illustrator

OmniGraffle

Flinto / Principal

Marvel / InVision / Hype

After Effects / Apple Motion

HTML / CSS

Final Cut Pro

PROFESSIONAL EXPERIENCE

2016-
2017

Senior User Experience Manager, Capital One

- Working on the National Small Business team, I focused on our evolution of the New Account Opening and Migration areas.
- Created service blueprints to map our current and future-state stories and conducted national research studies to evaluate the effectiveness of our prototypes before measuring them in production.
- Modernized the existing Account Opening screens into an omni-channel service used by customers and internal team simultaneously.

2015-
2016

User Experience Team Lead, REDSHIFT Digital

- As the agency's UX Lead, I led a team of researchers, visual designers and engineers to develop products for our main client Kaiser Permanente with an end-to-end service development process.
- I collaborated with key stakeholders and product managers to design, test, and iterate on our mobile-first products.
- As a lead, I also ran the agency's design talent hiring process, facilitated workshops on prototyping, and mentored my new teammates.

2015

Product UX Designer, Instaply Inc

- Developed product + design strategy of the omnichannel support app.
- I tested with consumers, large retailers and banks worldwide to find key touchpoints and painpoints of our app's support access and integration.
- I integrated with our agile developers and performed rapid ideation and interactive prototyping to solve current issues and test new features.

2014

Lead UX & Visual Designer, Aura Mobile App

- Designed the 'Art Universe' mobile app, combining social networking, location-aware art knowledge cards created inside the app by the users, and data visualizations of the knowledge graph.
- On a team of four, I led the product design development, including initial research, iterating, final production and followup usability testing.
- Defined design strategy, created lo- to hi-fidelity interactive prototypes, and tested them continuously in qualitative pilot studies.

EDUCATION

California College of the Arts
2011 BFA With Honors

2012-
2014

Interaction Designer at Google Core, SolutionSet

- Led redesign of the AdWords interface, upcoming Google Now notification cards, and numerous mobile-responsive email campaigns.
- Developed & produced prototypes and UX flows, created UI specs, and led educational lectures on integrating motion into UI.